

Docket No. AUS000111US1

**ABSTRACT OF THE DISCLOSURE**

**HARDWARE PERSPECTIVE CORRECTION OF PIXEL  
COORDINATES AND TEXTURE COORDINATES**

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10 A method and apparatus in a graphics system. The graphics system includes an input, wherein the input receives graphics data, wherein the graphics data includes position coordinates and a depth coordinate for an object. An output is present in which the output transmits processed graphics data. The graphics system also contains a plurality of processing elements, wherein the plurality of processing elements generates  
15 the processed graphics data. A first processing element within the plurality of processing elements is connected to the input and a last processing element within the plurality of processing elements is connected to the output. A selected processing element within the  
20 plurality of processing element receives the position coordinates and the depth coordinate, inverts the depth coordinate to form an inverted depth coordinate, and multiplies the position coordinates by the inverted depth coordinate.

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